

Wii U Retail Interactive Display

Overview

2014/02/10

Version 1.2

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1 Introduction

1.1 About This Document

This document contains information pertaining to the Wii U Retail Interactive Display. It is intended for developers of demo software and for people involved in the operation of Retail Interactive Displays.

Chapter 2 describes the Wii U Retail Interactive Display hardware.

Chapter 3 describes the Wii U Retail Interactive Display menu.

Chapter 4 describes the Wii U Retail Interactive Display demo version.

1.2 What Is the Retail Interactive Display?

Retail Interactive Displays are installed in stores for consumers to play demo games and watch movie promotions using a Wii U console. Table 1-1 shows the installation status of Retail Interactive Displays in each region.

Note: The Retail Interactive Displays in some stores in the Americas and Australia do not let you play games, and are installed only to stream movies.

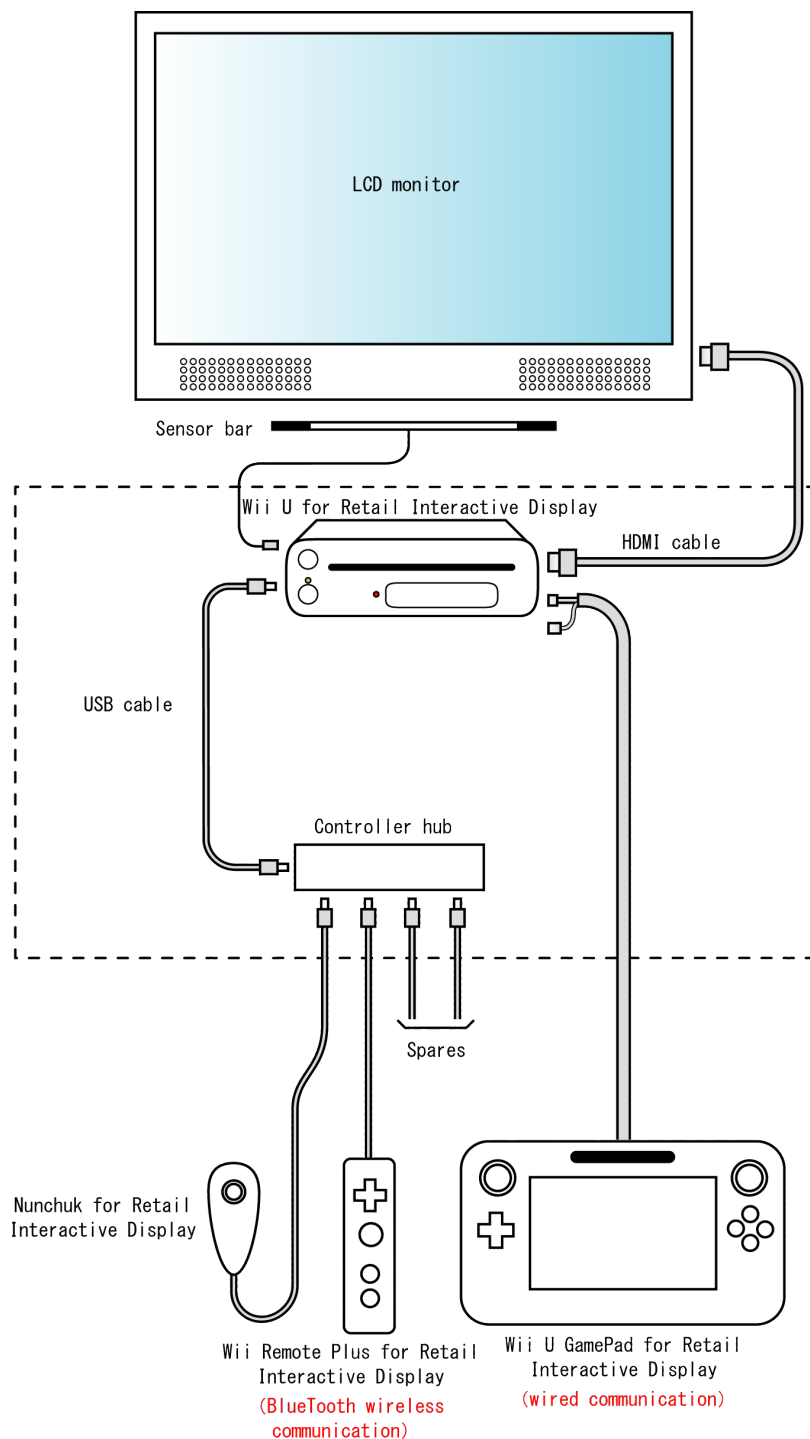
Table 1-1 Wii U Retail Interactive Display Installation Status

	Japan	The Americas	Europe	Australia
Standalone Retail Interactive Display	TBD	Yes	Yes	Yes
Networked Retail Interactive Display	TBD	Yes	No	No

2 Wii U Retail Interactive Display Hardware

2.1 Wii U Retail Interactive Display Configuration Equipment

Figure 2-1 Standalone Wii U Retail Interactive Display: Overall View



Note: The devices encircled by the dotted line are stored inside the Retail Interactive Display itself and cannot be accessed by the user.

Note: One spare port on the controller hub will be used in Europe and Australia, so there will be two Wii Remote Plus controllers and one Nunchuk installed.

The Retail Interactive Display consists primarily of the following equipment.

2.1.1 Wii U Console for Retail Interactive Display

The Wii U console for Retail Interactive Display (hereafter, called Wii U) is based on the development Wii U console (CAT-R). When an optical disc is inserted into the Wii U console, it writes content, such as games and movies, into system NAND memory and the USB hard drive.

Note: The optical disc is made specifically for the Wii U in a Retail Interactive Display. It contains data to update the system in addition to the content data.

Note: Some of the Wii U consoles for Retail Interactive Displays are network enabled. A network-enabled console can download content data to the Wii U over the Internet. See Table 1-1 for the status of networked Wii U consoles in each region.

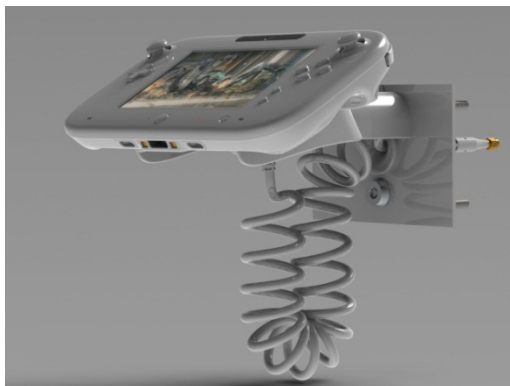
2.1.2 Wii U GamePad for Retail Interactive Display

The Wii U GamePad for Retail Interactive Displays in the Americas (hereafter, called GamePad) is connected to the Wii U by a cable that is approximately 3 meters in length. This cable provides power for both the GamePad and communication with the Wii U console. The GamePad's POWER Button has been disabled.

The GamePad for Europe and Australia has a straight cable that is covered by metal tubing. It does not expand or contract.

The cable specification of the GamePad for Japan is yet to be determined.

Figure 2-2 Wii U GamePad (Americas version)



2.1.3 Controller Hub

The controller hub is used to switch between input from the Wii Remote Plus and Nunchuk controllers, which are described below.

Figure 2-3 Controller Hub (for all regions)



2.1.4 Wii Remote Plus for Retail Interactive Display

The Wii Remote Plus for Retail Interactive Displays (hereafter, called Wii Remote Plus) is connected to the controller hub with a cable that is approximately 2 meters in length. The controller hub supplies power through this cable. Input from the Wii Remote Plus is transmitted wirelessly by Bluetooth. This cable has a coiled cord. The POWER Button on the Wii Remote Plus has been disabled.

In Europe and Australia, two Wii Remote Plus controllers are connected.

2.1.5 Nunchuk for Retail Interactive Display

The Nunchuk for Retail Interactive Displays (hereafter, called Nunchuk) is connected to the controller hub with a cable that is approximately 2 meters in length. The controller hub supplies power through this cable. Input from the Nunchuk is transmitted through the Wii Remote Plus wirelessly by Bluetooth. This cable has a coiled cord.

Figure 2-4 Wii Remote Plus and Nunchuk Controller (for all regions)



2.1.6 Wii U Pro Controller for Retail Interactive Display

The Wii U Pro Controller for Retail Interactive Displays (hereafter, called Pro Controller) is plugged into the spare port on the controller hub. Currently, Retail Interactive Displays are not equipped with a Pro Controller. Whether one will be added is yet to be determined.

2.1.7 USB Hard Drive

A USB hard drive is connected to the Wii U inside the Retail Interactive Display. You can write content data, such as games and movies, onto the USB hard drive.

Currently, only the European version of the Retail Interactive Display is equipped with a USB hard drive. Installation in other regions is yet to be determined.

Note: A network-enabled Wii U console cannot be connected to a USB hard drive. However, all network-enabled Wii U consoles have an internal hard drive and content data is saved to the internal hard drive.

2.1.8 Monitor

The monitor size for Retail Interactive Displays in all regions is as listed in Table 2-1. Consumers play games and watch movies at a position approximately 1.5 meters away from the LCD monitor.

Table 2-1 Interactive Display Monitor Size

Supply Region	Monitor Size
Japan	T.B.D.
The Americas	32" / 42"
Europe	32"
Australia	32"

2.2 Controllers That Can Be Used in Each Supply Region

See Table 2-2 for which controllers can be used in each supply region.

Table 2-2 List of Controllers That Can Be Used in Each Supply Region

Supply Region	Wii U GamePad	Wii Remote Plus 1	Nunchuk	Wii U Pro Controller	Wii Remote Plus 2
Japan	Yes	Yes	Yes	T.B.D	T.B.D
The Americas	Yes	Yes	Yes	Will not be introduced	T.B.D
Europe	Yes	Yes	Yes	Will not be introduced	Yes
Australia	Yes	Yes	Yes	Will not be introduced	Yes

3 Wii U Retail Interactive Display System Features

The Wii U Retail Interactive Display comes with unique menu options that differ from the full retail version of the Wii U.

3.1 Interactive Display Menu Overview

The Wii U Retail Interactive Display Menu (hereafter, called Interactive Display Menu) allows for changing the region, language, rating, and so forth. The Interactive Display Menu will be set as appropriate for the store in the region in which it is installed.

3.2 Switching Languages

A maximum of two languages can be set for the Interactive Display Menu. Users can switch at any time between two pre-set languages. Interactive Display Menus in Japan only support Japanese. The language selected when the display is started is saved on the Wii U console.

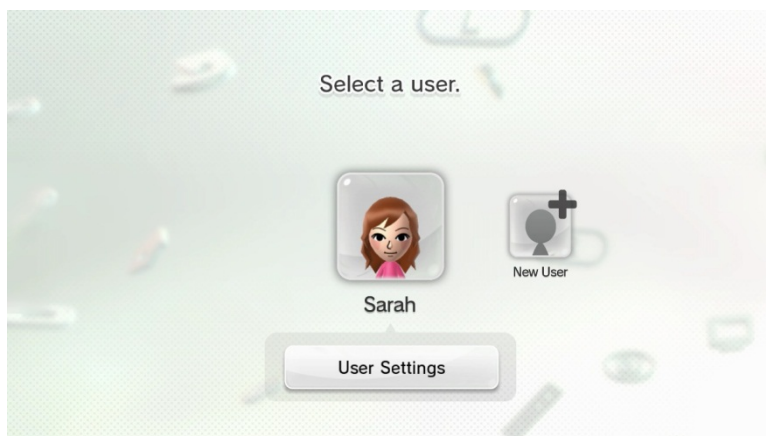
Demo applications can detect which language is selected. For more information, see *Wii U Demo Creation Procedures*.

3.3 HOME Menu

A HOME Menu that is different from the full retail version HOME Menu is implemented in the Retail Interactive Display. There are only two items in the HOME Menu of the Retail Interactive Display: **Back to Demo Software** and **Back to Menu**. E-manuals are not available. Since the amount of available storage is less than full retail consoles, **do not include e-manuals in your demo software**. Instead, include a tutorial within the software explaining how to play the demo game.

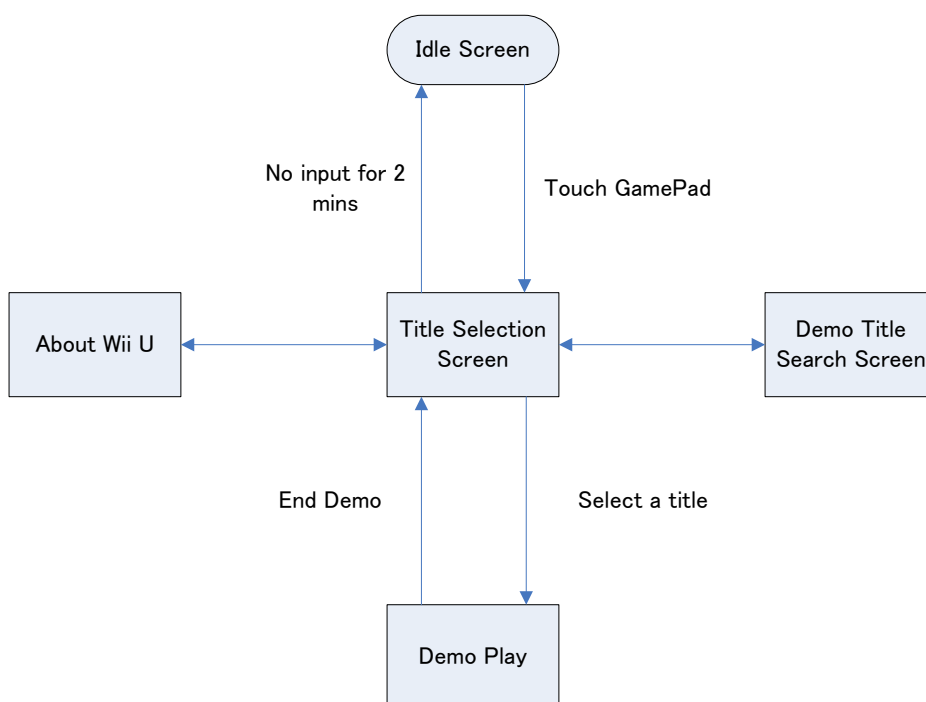
3.4 Console Accounts

The Retail Interactive Display does not allow the selection of a console account. The default console account is automatically selected. The following Mii is set for the default console account. The Retail Interactive Display also has no Nintendo Network accounts.

Figure 3-1 Default Console Account Mii (Japan)**Figure 3-2 Default Console Account Mii (outside of Japan)**

3.5 Retail Interactive Display Menu Flow

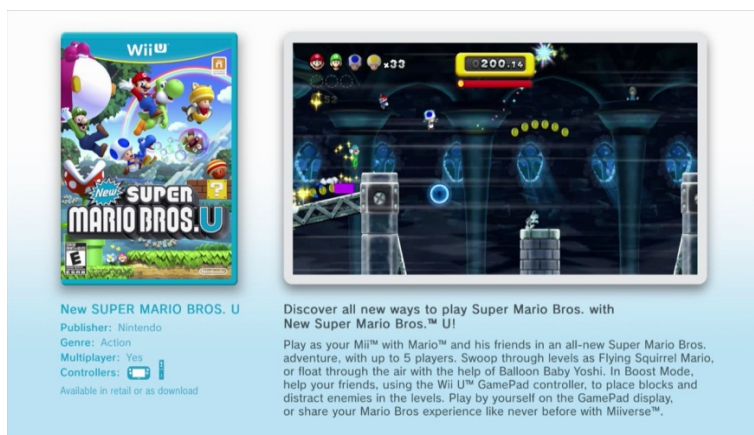
The menu flow for the Retail Interactive Display is as shown in Figure 3-3.

Figure 3-3 Interactive Display Menu Flow

3.5.1 Title Selection Screen

Tapping a GamePad that is in an idle state displays the screen that allows for the selection of demo titles that can be played. The user selects the software they want to play from the images of game packages displayed on the GamePad Title Selection screen. The demo movie, explanatory text, or explanation data for the selected game then displays on the monitor. Outside of Japan, playable demo titles have a "Demo" mark over the packages displayed on the GamePad.

Figure 3-4 Title Selection Screen (Monitor, Japan)

Figure 3-5 Title Selection Screen (Monitor, Outside of Japan)**Figure 3-6 Title Selection Screen (GamePad, Outside of Japan)**

3.5.2 About Wii U

The upper-right corner of the Title Selection screen contains the **About Wii U** button. Tapping this button plays the Wii U promotional movie on the monitor.

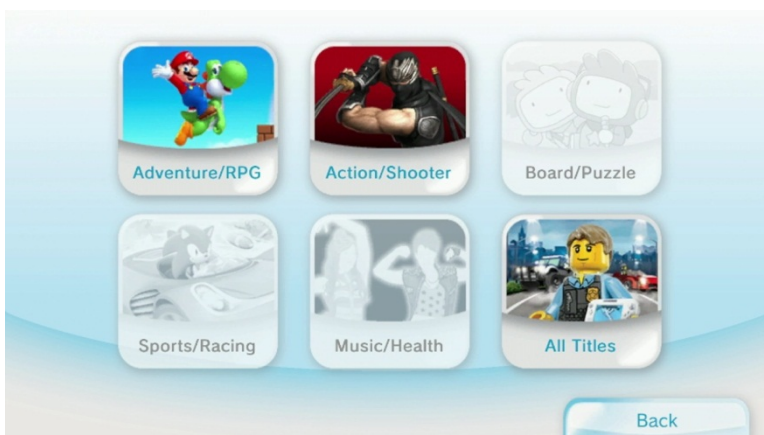
Outside of the Americas, the promotional movie automatically plays after the **About Wii U** button is tapped. Within the Americas, users can choose from six icons that appear after the **About Wii U** button is tapped.

Figure 3-7 About Wii U (GamePad, outside of Japan)

3.5.3 Demo Title Search Screen

Tapping the **Search** button in the lower-right corner of the Title Selection screen brings up the Demo Title Search screen. This screen allows you to search by genre the games available for play on the Retail Interactive Display. In Japan, titles are divided into 16 genres, and in the Americas, Europe, and Australia titles are divided into five genres.

Figure 3-8 Demo Title Search Screen (GamePad, Japan)

Figure 3-9 Demo Title Search Screen (GamePad, outside of Japan)

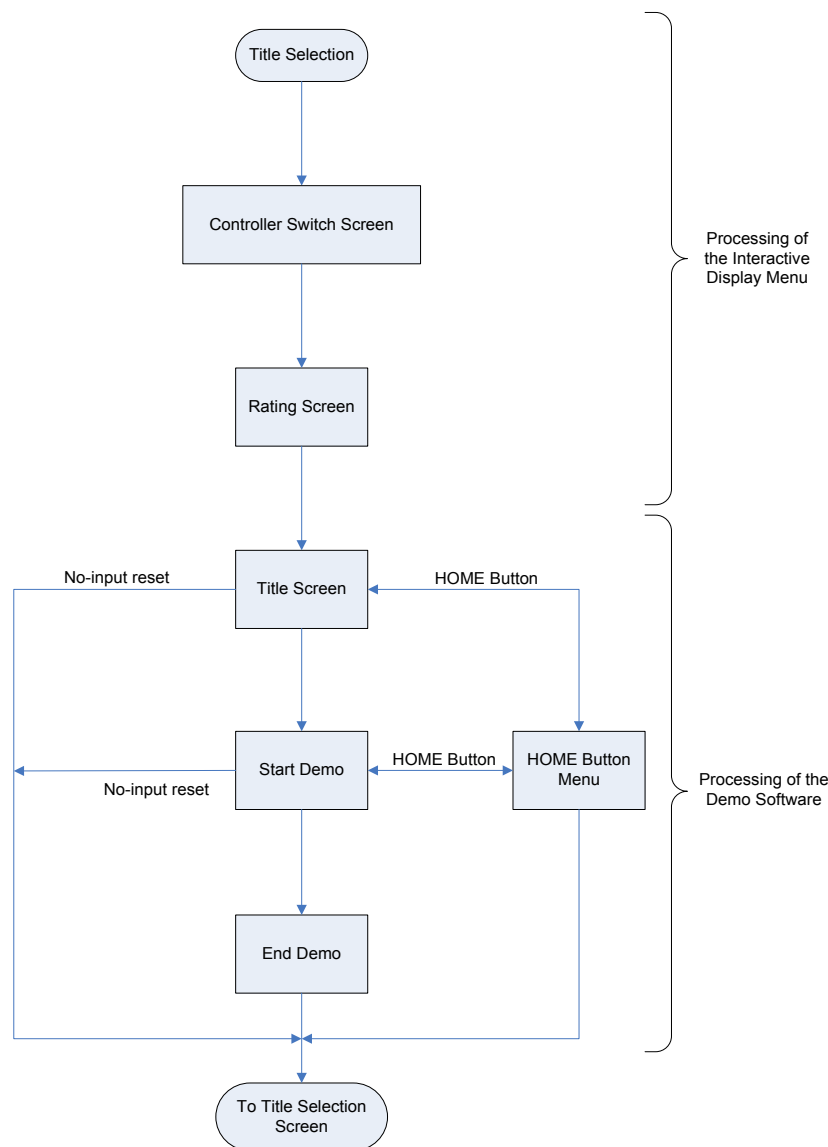
3.5.4 Idle Screen

If the Title Selection screen receives no input from the GamePad for a set amount of time, then the Retail Interactive Display automatically shows a movie set by Nintendo on the monitor. If the user makes any input on the GamePad, then the Retail Interactive Display returns to the Title Selection screen on the GamePad.

3.6 From Starting to Ending a Demo

Selecting a title from the Title Selection screen starts a demo. The process from starting to ending a demo is shown in Figure 3-10.

Figure 3-10 Flow From Starting to Ending a Demo



Note: It is not possible to return to the Start Demo screen even if the HOME Button is pressed twice on the Title screen. The Retail Interactive Display always returns to the Title screen. Similarly, it is not possible to return to the Title screen even if the HOME Button is pressed twice after starting a demo. The Retail Interactive Display always returns to the Start Demo screen.

3.6.1 Controller Switch Screen

After selecting a title, the monitor and the GamePad screen instruct the user to switch to a controller that is supported by the demo software. This screen is displayed by the menu, so the demo software *does not* need to display any controller switching guidance itself.

The Controller Switch screen can be specified in metadata for the Retail Interactive Display.

Figure 3-11 Controller Switch Screen

3.6.2 Rating Screen

The full retail version of the Wii U displays a startup screen with a static background image set by the game title that is loading. The Retail Interactive Display displays a Rating screen when demo software is loading, rather than the startup screen with a static background image. Note that the Retail Interactive Display differs from the full retail version of the Wii U in that it cannot display a startup screen with a static background image.

The number of seconds for which the Rating screen must be displayed varies depending on regulations in each market region, but sufficient display time is guaranteed for all market regions.

3.6.3 Demo Play

If, while a game is being played, there is no input from the controller for 2 minutes, then the demo ends and returns to the Title Selection screen (a non-input reset). A non-input reset uses the Screen Burn-In Reduction feature from the full retail version of the Wii U. Demo software therefore does not need to make any particular effort to deal with this. Software that responds in the same way as to the ordinary Screen Burn-In Reduction will have no problems.

If you want to suppress the non-input reset feature for a reason such as playing a movie of 2 minutes or longer, then the demo software should deactivate the non-input reset feature.

3.6.4 Terminating a Demo

Demo software terminates when any of the following conditions are met.

- A termination condition set by the demo software is met.
- During play, the user presses the HOME Menu and selects End Game.
- There has been no input to the controller for 2 minutes.

After the demo has terminated, the menu reboots and returns to the Title Selection screen.

Note: Make note of scenes that suppress the non-input reset or termination conditions in Checksheet Editor before submission to Lotcheck.

4 Demo Version for Wii U Retail Interactive Display

For details on the creation of Wii U Retail Interactive Display demo versions, see the *Wii U Demo Creation Procedures* document.

Revision History

Version	Revision Date	Category	Description
1.2	2014/02/10	Changed	2.2 Controllers That Can Be Used in Each Supply Region Changed the status of the Wii U PRO Controller in Table 2-2 from T.B.D to Will Not be Introduced 3.5.2 About Wii U Changed 'In Japan' to 'Outside of the Americas' and 'Outside of Japan' to 'Within the Americas'.
		Deleted	4 Demo Version for Wii U Retail Interactive Display Deleted sections 4.1, 4.2, and 4.3. Indicated a reference to the <i>Wii U Demo Creation Procedures</i> document.
1.1	2013/04/18	Changed	4.1 Demo Version for Retail Interactive Display and the Downloadable Demo Version Deleted the description about the burn-in reduction feature (Japanese version only).
1.0	2013/03/22	Added	3.4 Console Accounts Figure 3-2 Default Console Account Mii (outside of Japan) 3.5.1 Title Selection Screen Figure 3-4 Title Selection Screen (Monitor, Japan) Figure 3-5 Title Selection Screen (Monitor, Outside of Japan) 3.5.2 About Wii U Figure 3-6 Title Selection Screen (GamePad, Outside of Japan) 3.5.3 Demo Title Search Screen Figure 3-8 Demo Title Search Screen (GamePad, Japan)
		Changed	- General Deleted provisional highlighting and updated T.B.D. to final information. 2.1.1 Wii U Console for Retail Interactive Display Changed note wording because some Wii U consoles are network enabled. 2.1.2 Wii U GamePad for Retail Interactive Display Revised cable length to 3 meters. Added that the cable specifications for the GamePad, Japan version, are yet to be determined. Deleted a sentence about the coiled cable. 2.1.4 Wii Remote Plus for Retail Interactive Display Added information on POWER Button. Revised cable length to 2 meters. 2.1.5 Nunchuk for Retail Interactive Display Revised cable length to 2 meters.

Version	Revision Date	Category	Description
			• 2.1.6 Wii U Pro Controller for Retail Interactive Display Added that Pro Controllers are not currently installed and still T.B.D. • 2.1.7 USB Hard Drive Added that USB hard drives are installed in Europe. Added note. • 3.4 Console Accounts Revised “account” to “console account.” Revised “network account” to “Nintendo Network account.” • 3.5.2 About Wii U Added that a promotional movie automatically plays in Japan. • 3.6 From Starting to Ending a Demo Revised wording of note. • 3.6.1 Controller Switch Screen Added that this screen always displays even if the controller does not need to be switched. Added that this screen can be specified in metadata. • 4.1 Demo Version for Retail Interactive Display and the Downloadable Demo Version Changed the format of differences between the retail demo and the downloadable demo to a bullet list. • 4.3 Master Submission Data Required for Retail Interactive Display Retail Demos Added a description of the data required in addition to submission data for full retail version. • 3.4 Console Accounts Replaced T.B.D. figure with Figure 3-1 Default Console Account Mii (Japan). • 3.5.1 Title Selection Screen Replaced T.B.D. figure with Figure 3-4 Title Selection Screen (Monitor, Japan). • 3.5.3 Demo Title Search Screen Replaced Demo Title Search screen with the latest version in Figure 3-8 Demo Title Search Screen (GamePad, Japan). • 3.6 From Starting to Ending a Demo Replaced the diagram with latest version in Figure 3-10 Flow From Starting to Ending a Demo. • 3.6.1 Controller Switch Screen Replaced the image with the latest Controller Switch screen in Figure 3-11 Controller Switch Screen.

Version	Revision Date	Category	Description
0.2	2012/09/01	Added	• Added software information. • Added information regarding the Pro Controller.
0.1	2012/07/07	—	• Initial version.

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